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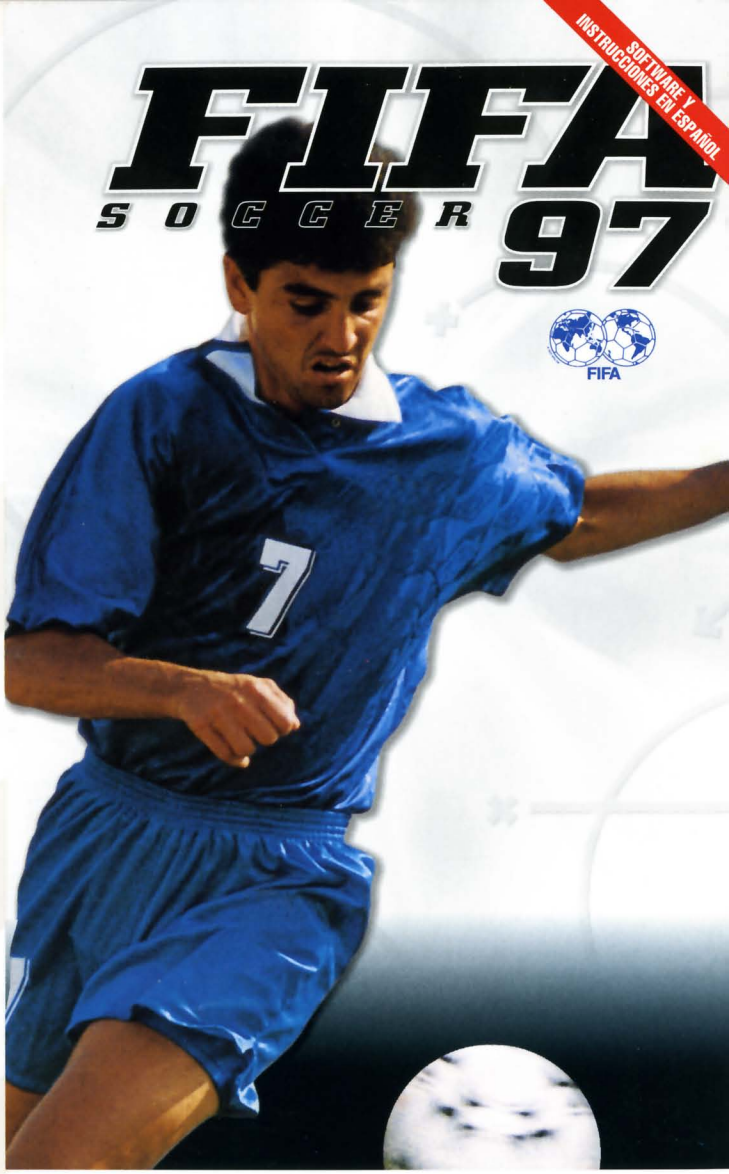
SEGA SATURN™

T-5017H

SOFTWARE Y INSTRUCCIONES EN ESPAÑOL

FIFA SOCCER 97

FIFA



OFFICIAL SEGA SEAL OF QUALITY

EA SPORTS

KIDS TO ADULTS

CONTENT RATED BY ESRB

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Handling Your Compact Disc

- The Sega Saturn disc is intended for use exclusively in the Sega Saturn™ system.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play, to rest yourself and the Sega Saturn compact disc.
- Keep your Sega Saturn compact disc clean. Always hold by the edges, and keep it in its case when not in use. Clean with a lint-free, soft dry cloth—wiping in straight lines from center to edge. Never use solvents or abrasive cleaners.

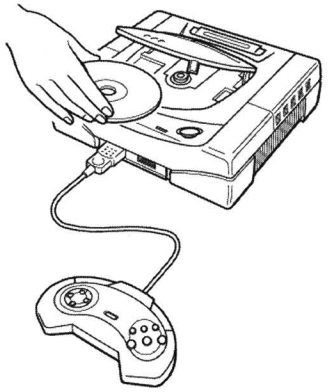
This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

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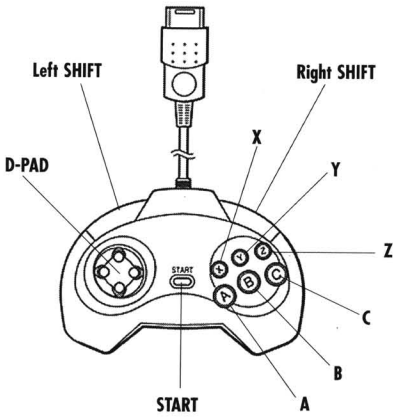
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Starting the Game



1. Turn ON the power switch on your Sega™ Saturn™ system.
2. Make sure a control pad is plugged into the port labeled Control Port 1 on the Sega Saturn system.
3. Open the disc tray and place the *FIFA SOCCER 97* disc inside.
4. Press **START** to advance to the Match Select screen.

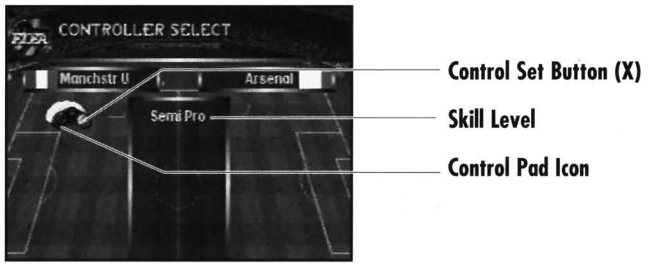
Control Summary/ Sumario de Controles



MENU NAVIGATION/*NAVEGACIÓN POR LOS MENÚS*

Action		***Acción***
Highlight options	D - Pad	*Resaltar opciones*
Confirm selection and continue to next screen	**C**	*Confirmar selección y continuar a la siguiente pantalla*
Special select in Friendly, Transfers, and Starting Lineup/Substitution screens	**B**	*Selección especial en las pantallas Friendly, Transfers y Starting Lineup/Substitutios*
Cancel selection and return to previous screen before a game	**Z**	*Cancelar selección y volver a la pant alla anterior, antes de un juego*
Display Pause menu during a game	**START**	*Mostrar menú Pausa (en juego)*

CONTROLLER SELECT SCREEN/*SELECIÓN DE CONTROLADORES*



From the Controller Select screen, decide who controls which team, select a skill level, determine whether a team is controlled by one player or multiple players, and choose Simple or Complex control settings.

The Control Pad Icons

A symbol for every Control Pad plugged into the system appears on this screen. Up to eight players may play if two 6-player Multi-player adapters are attached.

- D - Pad ↔ to move your Control Pad icon beneath a team. If an icon remains in the center of the screen, that Control Pad is inactive; if no Control Pad icons are assigned to a team, the computer controls that team during the game.

 NOTE: A Control Pad can be reassigned during a game from the Pause menu or the Pre-game menu.

Skill Levels

PRO gives you total ball control and passing freedom. If you're a newcomer to *FIFA Soccer 97*, start at BEGINNER level; the computer assists in ball control and play is more forgiving.

- D - Pad ↕ to cycle between BEGINNER, **SEMIPRO**, and PRO skill levels.

 NOTE: If you are playing against a computer-controlled team, the computer starts and maintains four levels of difficulty. As your skill grows, the computer matches your ability level—this makes each match a true competition.

Control Sets

FIFA Soccer 97 features two Control Set options: SIMPLE and **COMPLEX**. The Simple Control set lets you perform the basic football moves and is limited to the **A**, **B**, and **C** buttons (as well as the D - Pad). The Complex Control set lets you execute advanced skills. All the Control Pad buttons become active and available for additional moves.

- To choose a Control set, D - Pad to move the Control Pad icon under a team flag and press **X** to toggle between **COMPLEX** and SIMPLE. (Complex is distinguished by having all buttons highlighted yellow.)
- Press **C** to confirm your selections and continue to the match!

En la pantalla Controller Select (selección de controladores) podrá decidir quién controla qué equipo, seleccionar nivel, determinar si un equipos es controlado por uno o varios jugadores y seleccionar jugar con controles sencillos o complejos.

Los Iconos del Controlador

En pantalla aparecerá un símbolo por cada uno de los controladores conectados al sistema. Pueden jugar hasta ocho jugadores si se han conectados dos Multi Taps.

- *D - Pad ↔ para mover su icono de controlador debajo de un equipo. Un icono de controlador en el centro de la pantalla significa que el controlador está inactivo; si esto occurem, el ordenador controlará al equipo durante el juego.*

 NOTA: *Es posible reasignar un controlador a lo largo del juego desde el menú Pausa o el menú Pre-Juego.*

Niveles De Habilidad

PRO le ofrece control absoluto del balón y libertad completa para el pase. Si no ha jugado usted antes con FIFA Soccer 97, empiece en el nivel BEGINNER (principiante); el ordenador le asistirá en el control del balón y el juego es más sencillo.

- *D - Pad ↕ para alternar entre los niveles de habilidad BEGINNER, **SEMIPRO**, y PRO.*

NOTA: *Si está jugando contra un equipo controlador por el ordenador, el ordenador empieza en el primero de cuatro niveles de dificultad. Según vaya aumetando su nivel de habilidad con el juego, el ordenador intentará ponerse a su nivel - esto hace que cada partido sea un verdadero reto.*

Juegos De Controles

*FIFA Soccer 97 le ofrece dos juegos de controles: SIMPLE y **COMPLEX**. El control Simple (simple) le permite realizar los movimientos más sencillos del fútbol, y está limitado a los botones **A**, **B** y **C**, así como el D - Pad. El control Complex (complejo) le permite realizar movimientos avanzados activando todos los botones del controlador para conseguir movimientos adicionales.*

- *Para seleccionar un juego de controles, use el D-Pad para mover el icono de control debajo de la bandera de un equipo y después pulse para cambiar entre **COMPLEX** y SIMPLE. (Complex se distingue por que muestra todos los botones resaltados en amarillo.)*
- *Pulse **C** para confirmar sus opciones y pasar al partido.*

IN-GAME CONTROLS/*CONTROLES EN JUEGO*

In Play: In Possession of Ball/*En Juego: Con Balon*

Action		***Acción***
Run	**D** - Pad	*Correr*
Pass	**B** + **D** - Pad	*Pasar*
Shot on net/clear	**C** + **D** - Pad (aftertouch = D - Pad ↔)	*Tirar a la red/despejar*
Lob	**A** + **D** - Pad	*Globo*
Rainbow kick	**A** + **B** (or Z in Complex)	*Bicicleta*
Sprint dribble (Complex only)	**X** (Tap repeatedly)	*Finta al sprint* *(Habilidad Complex)*

- Lobs, kicks, and passes can be made stronger or softer by pressing the button for a longer or shorter time.
- *Es posible aumentar o reducir la potencia de globos, disparos o pases manteniendo pulsado el botón durante más o menos tiempo.*

In Play: Just After Passing (Complex Only)/ *En Juego Tras Un Pase (Habilidad Complex)*

Action		Acción
Enter Passback mode (keep control of current player, not the player with the ball)	**Y**	*Entre modo Devolución (mantener control sobre el jugador actual, no el jugador con el balón)*
Switch to human-controlled player closest to pass destination	**X**	*Cambiar al jugador humano más cercano al destino del pase.*
One-timer	**C**	*Pase corto*
Sprint (Complex only)	**X** (Tap)	*Sprint (Habilidad Complex)*
Enter/Exit Passback mode (Complex only)	**Y**	*Activar/Desactivar modo Devolución (Habilidad Complex)*

In Play: Ball In The Air/ *En Juego: Balón En El Aire*

Action		Acción
Switch to computer-controlled player closest to ball	**B**	*Cambiar al jugador controlado por el ordenador más cercano al balón*
Jump for header, volley, bicycle kick, or one-timer (depends on timing of jump and height of ball)	**A** or **C**	*Saltar para rematar, volea, bicicleta o pase corto (depende del tiempo para el salto y la altura del balón)*
Aftertouch curve	D - Pad ↔ (relative to the ball's left and right)	*Curva tras disparar*
Sprint (Complex only)	**X** (Tap)	*Sprint (Habilidad Complex)*
Enter/Exit Passback mode (Complex only)	**Y**	*Activar/Desactivar modo Devolución (Habilidad Complex)*

In Play: In Passback Mode (Complex Only)/ *En Juego: En Modo Devolución (Habilidad Complex)*

Use Passback mode to maintain control of a player after he has released the ball and still be able to determine what the receiver will do with the ball.

Utilice el modo Devolución para mantener el control direccional de un jugador una vez que éste se haya desprendido del balón, para así poder determinar qué es lo que va a hacer el que recibe el balón.

Action		Acción
Exit Passback mode (gain full control of player with the ball) (after the receiver gets the ball)	**Y**	*Desactivar modo Devolución (recuperar control del jugador con el balón)*
Call for a return lob (once the receiver has the ball)	**A**	*Pedir el balón en forma de pase alto (una vez que el receptor tenga el balón en su poder)*
Call for a return pass (once the receiver has the ball)	**B**	*Pedir el balón en forma de pase (una vez que el receptor tenda el balón en su poder)*
Make Passback player take a shot at the net or clear the ball	**C**	*Hacer que el jugador en modo devolución realice un disparo a la red o despeje el balón.*

In Play: No Possession/ En Juego: Sin Balón

Action		Acción
Tackle	**A**	*Entrada*
Hard tackle	**B** + **C** (or **Z**)	*Entrada dura*
Slide tackle	**C**	*Entrada sesgada*
Switch to computer-controlled player closest to ball	**B**	*Cambiar al jugador controlado por el ordenador más cercano al balón.*
Sprint	**X** (Tap repeatedly)	*Sprint (Habilidad Complex)*

Ball Out Of Play: Corner Kick, Throw-In, Free-Kick (Complex Only)/*Balón Fuera de Juego: Saque de Corner, Saque de Banda, Saque de Falta (Habilidad Complex)*

Action		Acción
Cycle between Set play, Passback, Target, and Normal modes	**Y**	*Alternar entre los modos Ajustar jugada, Devolución, Destino y Normal*

Ball Out of Play: Normal Mode/ *Balón Fuera de Juego: Modo Normal*

Action		Acción
Lob	**A** + D - Pad	*Globo*
Pass	**B** + D - Pad	*Pase*
Shoot/Throw at opponent's net or clear ball	**C** (aftertouch = D - Pad ↔)	*Disparar/Chutar a la red del oponente o despejar el balón*

Ball Out of Play: Passback Mode (Complex Mode)/ *Balón Fuera de Juego: Modo Devolución (Habilidad Complex)*

Action		Acción
Lob to Passback player Devolución	**A**	*Globo al jugador en modo*
Switch from player to player on the pitch	**B**	*Cambiar de jugador sobre el campo*
Shoot/Throw at opponent's netor clear ball	C (aftertouch = D - Pad ↔)	*Disparar/Lanzar el balón a la red del oponente o despejar el balón*

Ball Out of Play: Set Play Mode (Complex Mode)/ *Balón Fuera de Juego: Modo Ajustar Jugada (Habilidad Complex)*

Action		Acción
Select Set play	D - Pad ↔	*Seleccionar jugada*
Hide Set play selection	**X**	*Ocultar selección de jugada*
Execute Set play	**A** or **B**	*Ejecutar jugada*
Shoot/Throw at opponent's net or clear ball	C (aftertouch = D - Pad ↔)	*Disparar/Lanzar el balón a la red del oponente o despejar el balón*

Ball Out of Play: Target Mode (Complex Mode)/ *Balón Fuera de Juego (Habilidad Complex)*

Action		Acción
Move target	D - Pad	*Desplazar destinatario*
Lob to target	**A**	*Globo al destinatario*
Low throw/pass to target	**B**	*Lanzamiento bajo/ pase al destinatario*
Shoot/Throw at opponent's net or clear ball	**C** (aftertouch = D - Pad ↔)	*Disparar/Lanzar el balón a la red del oponente o despejar el balón*

Ball Out of Play: Goalie Drop/Goal Kick/ *Balón Fuera de Juego: Pase al Portero/Disparo a Gol*

Action		Acción
Cycle between Passback, Target, and Normal modes	**Y**	*Alternar entre los modos Devolución, Destino y Normal (Habilidad Complex)*
Short kick to nearest teammate or target	**B**	*Disparo corto al compañero más cercano o destinatario del balón*
Lob ball to target (goalie drop kick = throw the ball)	**A**	*Globo al destinatario (pasar balón al portero = lanzamiento del balón)*
Clear ball	**C** (aftertouch = D - Pad ↔)	*Despejar el balón*

Goalie Saving Shot in Penalty Kick/ *Shootout: Portero en Disparo de Penalti/Faltas*

Action		Acción
Move keeper	**A**, **B**, or **C** + D - Pad	*Mover portero*

- To stop a shot directly at the goalie, press **A**, **B**, or **C** without pressing the D - Pad.
- *Para parar un disparo directo al portero, pulse **A**, **B**, o **C** sin tocar el D - Pad.*

Welcome to the World of Soccer!

Welcome to *FIFA Soccer 97*! Congratulations on purchasing the only soccer video game that captures the true essence of the world's greatest sport. *FIFA Soccer 97* has all the players from twelve international leagues, authentic crowd chants, an exciting new indoor soccer mode, and multi-lingual text to reflect soccer's diverse fan base. Get ready to kick off a whole new season of world-class soccer competition! Play an arcade game for fun or try a simulation match to experience the reality of the game. If you think you're ready to play right away, look over the command summary then go straight to a Friendly match. Or, take a little time to study the manual and find out more about strategy, formations, infringements, and how to change your starting line-up.

Key Features:

- Motion capture technology brings players to life.
- Fully rendered 3-D players created with Motion Blending technology.
- Indoor and outdoor game modes.
- Three modes of play: Arcade, Simulation, and Action.
- Three skill levels that challenge all players: Beginner, SemiPro, and Pro.
- Updated statistics with over 4,200 players from over 12 international leagues.
- Full play-by-play commentary with 3 world renowned announcers.
- Completely updated artificial intelligence.

¡Bienvenido al Mundo del Fútbol!

¡Bienvenido a FIFA Soccer 97! Enhorabuena por haber comprado el único videojuego que captura y muestra la verdadera esencia del deporte más espectacular del mundo. FIFA Soccer 97 ofrece todos los jugadores de doce ligas internacionales, cánticos auténticos de la hinchada, un apasionante modo de juego en posta cubierta, y texto multilenguaje que refleja la diversa base de aficionados al fútbol. Prepárese para una nueva temporada de competición de fútbol a nivel mundial. Juegue un partido arcade para divertirse o pruebe el modo simulación para experimentar la realidad del juego. Si cree que está preparado para jugar ya mismo, consulte el sumario de comandos y seleccione un Friendly match (partido amistoso). O tómese un poco de tiempo para leer el manual y conocer algo más de estrategia, formaciones, faltas o cómo crear su alineación inicial.

Características Clave:

- *Tecnología motion capture que muestra jugadores casi reales.*
- *Jugadores completamente renderizados en 3-D creados con tecnología Motion Blending.*
- *Modos de juego en pista cubierta y descubierta.*
- *Tres modos de juego: Arcade, Simulation, y Action.*
- *Tres niveles de dificultad: Beginner, SemiPro, y Pro.*

- *Estadísticas actualizadas con más de 4,200 jugadores de más de 12 ligas internacionales.*
- *Comentarios en juego con 3 comentaristas de renombre mundial.*
- *Inteligencia artificial completamente actualizada.*

Siga las instrucciones que a continuación se detallan para mostrar textos de pantalla en español en FIFA Soccer 97.

1. *Seleccione OPTIONS en la pantalla Match Select. Aparecerá la pantalla Options.*
2. *Resalte LANGUAGE y cambie las opciones hasta que aparezca ESPAÑOL. Todo el texto de la pantalla estará en español a partir de ahora.*

Match Select

From the Match Select screen, select a game mode, access the Options menu, view the credits, load a saved game, or create a custom team.



To highlight an option, D - Pad ↕ ↔

To select the highlighted option, press C/START.

Friendly A single match between two teams of your choice. Select from over 250 clubs, or create a custom club and take it out on the pitch. See A *Friendly Match* on p. 14.

League With 11 official regional leagues and an all-encompassing international league, you'll circle the globe in your quest for glory. Take up to 8 teams through an entire league schedule. See *League Play* on p. 19.

Tournament Select 1–8 teams to play in a league Tournament, then take your champions on to a Playoff series. Play a regional or international tournament. See *Tournament Play* on p. 20.

Playoff Begin playing at the pinnacle of FIFA Soccer 97 competition. Create a Playoff tree with up to 16 teams, then take your favorite on a race for the championship. See *Playoffs* on p. 20.

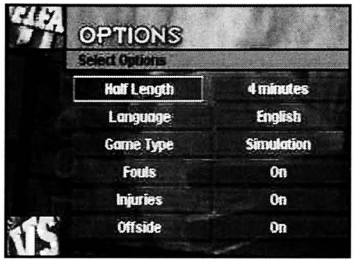
Transfers Trade players from one league to another to create a world-dominating dream team. See *Transfers* on p. 21.

Options Go to the Options menu to set Half Length, Language, Game Type, Pitch Condition, and more. See *Options* below.

Restore Select to return to a saved game from a Sega Saturn Back Up RAM Cartridge. See *Saving and Restoring Games* on p. 21.

Credits Select this option to see who put together this great game.

Options



- To highlight an option, D - Pad ↕.
- To cycle game options, D - Pad ↔.
- Press **C** to accept your selections and return to the Match Select screen.
- To return to the Match Select screen without accepting any changes, press **Z**.

NOTE: These controls are used in most menus in *FIFA Soccer 97*, so learn 'em here and use them everywhere.

NOTE: Default options are listed **in bold** in this manual.

HALF LENGTH (In minutes) 2, **4**, 6, 8, 10, 20, or 45. This option can be changed only before competition begins.

LANGUAGE Six on-screen languages are available: **ENGLISH**, DEUTSCH, FRANÇAIS, ESPAÑOL, ITALIANA, and SVENSKA.

GAME TYPE SIMULATION: As close as you can get to the real thing, player and team performance reflect skill ratings; players fatigue as the game progresses, and substitutions are limited to three per game.

ACTION: Crank up the game! With this setting, gameplay speed increases, there are no restrictions on substitutions, and player attributes are exaggerated.

ARCADE: All players and teams perform at equivalent skill levels. Exaggerated ball physics. Fastest gameplay. Players never fatigue.

FOULS To keep the action moving, choose OFF and the referee doesn't call fouls. Select **ON**, and a vicious tackle or push could result in the ref reaching for a yellow or red card. NO BOOKINGS means the ref calls fouls, but won't book players. (See *Bookings* on p. 17.)

INJURIES Toggle **ON**/OFF. With this option ON, all players are susceptible to injury.

OFFSIDE Toggle **ON**/OFF. The off-side rule states that there must be at least two defending players (including the goalie) between an attacker and the goal when the ball is played to him in the opposition half. When a player is caught offside, the referee signals a free kick.

NOTE: When the Offside option is ON, the ref awards a free kick for all offside violations, even if the Fouls option is OFF.

AUTO REPLAY Toggle auto replay of scoring drives **ON**/OFF.

TIME DISPLAY Toggle in-game clock overlay **ON**/OFF.

SCORE DISPLAY Toggle in-game score overlay ON/**OFF**.

PLAYER NUMBERS Toggle the players' numbers on the field ON/**OFF**.

PITCH SIZE **AUTOMATIC**, SMALL, MEDIUM, LARGE. Only available in Friendly mode. Change the size of the pitch and practice different strategies for each size. In any mode but Friendly, the computer selects the stadium and pitch size of the home team. Only available from the Match Select screen.

PITCH CONDITION Pitch Condition is a reflection of the weather: **RANDOM**, DRENCHED, DAMP, DRY, or HOT. The wetter the turf, the more sluggish the ball movement. On drier turf, the ball rolls more quickly and bounces higher.

CLOCK **CONTINUOUS** or OUT OF PLAY. Continuous keeps the clock ticking, even when the ball is out of play. To prevent players from intentionally running out the clock, the ref reserves the right to add time at the end of a match for time wasted during free kicks and throw-ins. The clock stops completely when the ball is Out of Play. Only available before the competition begins.

NOTE: The clock starts after the kick off.

MUSIC Toggle the music in the game **ON**/OFF.

MUSIC VOLUME Adjust the volume with the percentage scale.

SFX Toggle the sound of the ball caroming around the pitch **ON**/OFF.

SFX VOLUME Adjust the special effects volume with this percentage scale.

PLAY BY PLAY Toggle the play-by-play commentary during the game **ON**/OFF.

SPEECH VOLUME Adjust the volume of the commentator's speech with this percentage scale.

A Friendly Match

If you're interested in a single match between two teams, select FRIENDLY from the Match Select screen. The Stadium Select screen appears. This screen always appears, no matter what game mode you select.

STADIUM SELECT

Select a standard OUTDOOR game or the fast-paced INDOOR.

- To toggle between **OUTDOOR** and INDOOR stadiums, D - Pad ↔.

Indoor football is played in indoor stadiums, with Plexiglass topped boards taking the place of touch-lines around the pitch.

> **NOTE:** The indoor mode within *FIFA Soccer 97* does not correspond with the FIFA Futsal rules and regulations.

- To accept your selection, press **C**. The Team Select screen appears.

TEAM SELECT



To move the highlighted box, press B.

When the league/team you want to change is highlighted, D - Pad ↕ to move the highlight between league and team; D - Pad ↔ to cycle through the different leagues and teams available.

EA Custom Teams

In Friendly matches, use these custom-made teams or create your own *FIFA Soccer 97* powerhouse team using any player in the game. When using a Custom team, you'll be taken to the Custom Team screen to make pre-match changes. Controls for this screen are the same as those used in Transfers (see p. 21).

- When you have selected the two teams you want, press **C** to continue to the team Scouting report.

The game loads and the Scouting report appears. This screen displays each team's skill rating in Shooting, Running, Passing, Defence, and Overall.

THROUGH THE TUNNEL

With teams chosen, the game loads and the Scouting report appears. This screen displays each team's skill rating in Shooting, Running, Passing, Defence, and Overall. Study these skills, then choose sides at the Controller Select screen. (See *Controller Select Screen* on pg. 3.)

THE PRE-GAME MENU

The Pre-game menu appears before every match. Use this menu to select last minute game options and get your team ready to play.

- To go straight to the field and play with default settings, press **C/START**.

Start Game Leave the Pre-game menu and line up on the pitch.

Camera Cycle between the following views: **TELE**, SIDELINE, CABLE, GOAL, STADIUM, SHOULDER, BALL, and TOWER.

Controller Select Change the skill level, control set options, or the team that you control. (See *Controller Select Screen* on p. 3.)

Team Management Select this option to configure your team to fit your style of play. There are four sub-categories you can adjust to increase your chance of success on the field: FORMATION, STRATEGY, STARTING LINEUP, and ADJUST POSITION.

- D - Pad to highlight the Team Management option you want to change, and press **C** to select it or to cycle through the available choices. Press **START** to return to the Pre-game menu.

FORMATION: Your formation should cater to a combination of your team's strengths and weaknesses and your personal approach to the game. The lowest rated team in the League can surprise a powerhouse with an experienced skipper at the helm. The numbers denote Defenders–Midfielders–Forwards.

4–4–2: Clearly a defensive formation. With two forwards, you can expect low scoring games for both squads. But if your forwards are expert at finding the back of the net, two may be all you need.

Sweeper: Two defenders may seem a bit of a risk, but when one is a Sweeper, the odds improve significantly. The Sweeper moves from side to side in the backfield, anticipating the play and striking wherever needed.

4–2–4: One of the more well-balanced formations. The key to the 4–2–4 is having two tremendous athletes stationed at midfield. Your midfielders run the transition game—passing the ball upfield and hustling back on defence.

4–3–3: A good compliment to the DEFEND strategy. If your midfielders and forwards play

together as a unit, the battle for control of the passing lanes will be yours. A strong force in front of the goal secures the victory.

4–5–1: Conservative in appearance, this formation lends itself to shutting down penetration from the opposition, and gives the support needed to sustain a successful push.

3–5–2: This versatile formation suits ALL OUT ATTACK and ALL OUT DEFEND equally well. Five midfielders can quickly shift direction, creating a seven player rush one moment and an eight player retreat the next.

STRATEGY: It is unwise to blindly develop a Team Strategy. You should first ask yourself some important questions: How does your team compare with your opponent Defensively? Do your players possess the Ball Control and Accuracy to score goals at will? What is your preferred style of play?

Normal: Your team adopts a reactive strategy and adjusts to whatever your opponent throws your way.

Defend: Focus on controlling the midfield arena. Your opponent depends on clear passing routes in this area of the pitch; swarming defence cuts off passing options and causes turnovers, stopping offensive plays before they develop.

All Out Defend: When your players find themselves on defence, rather than challenging the ball handler, they retreat deep into their own half of the field. If an attacker breaks into the penalty area, you've got the numbers to overwhelm him.

Attack: Dominate your opponents on their own side of the turf. If you can initiate your plays from beyond the midfield line, you've already won half the battle. Keep the ball moving until you spot a clear scoring opportunity.

All Out Attack: When you gain possession of the ball, your players rush toward the opponent's goal to set up for a quick scoring chance. Turnovers are extremely risky with this strategy as your own net remains virtually defenseless.

STARTING LINE UP: Teams begin each match with ten players and a goalie positioned on the pitch. The remaining athletes on the roster are reserves. You can use reserve players to substitute for fatigued players or to replace injured and suspended teammates.

TO CHANGE YOUR STARTING LINEUP:

1. D - Pad ↕ to highlight the first of the two players you want to have swap positions (D - Pad ↔ to see each player's skill ratings).
2. Press **B** to select that player, then highlight the second player and press **B** to make the switch.
3. Continue the process until you are satisfied with your lineup, then press **C** to exit the Starting Lineup screen.

- You can further change your lineup by swapping positions between two starting players, giving your team a different look and feel on the pitch.
- Forwards, midfielders, and defenders are not restricted by their natural positions; however, keepers must play in the net.

ADJUST POSITION: This game is so precise, you can even make minor adjustments to the field position of your players.

TO ADJUST PLAYERS' POSITIONS:

1. Press **Left/Right Shift** to cycle through the members of the team; use the D - Pad to adjust the player's position.
2. Continue the process until you are satisfied with each player's position, then press **C** to close the overlay.

On The Pitch

Before each half and after each score, players take up their positions on either side of the center circle.

- To kick off, press **B** to kick to your teammate. Defending players are not allowed into the center circle until the ball has been kicked off. For complete control instructions, please consult the Control Summary at the beginning of this manual.

INFRINGEMENTS

Penalties assessed for infringements keep the game friendly and fair.

Free Kicks Awarded for fouls and technical infringements. These include violent or late tackles, shoving a player off the ball, and off-side. When you win a free kick, the ball is placed where the infringement took place.

NOTE: Opposition players must remain ten yards from the ball until the kick is taken.

Penalties Awarded when an infraction worthy of a free kick occurs in the penalty area. The ball is placed on the penalty spot, and your keeper and the penalty taker are the only players allowed into the penalty area. You must control the keeper's save attempt.

NOTE: When more than one player per team is human-controlled, the player who was fouled gets to take the penalty kick.

Bookings If the referee considers a foul to be particularly vicious, he is likely to show the guilty player a yellow card. Play stops while the ref takes the player's name. When repeat offenders receive a red card, play stops and the offending player is ejected from the game. An ejected player can't be replaced by a sub; so after a team's first ejection, that team is down to ten players on the field.

NOTE: For Bookings to occur, Fouls must be ON in the Options menu. (See Options on p. 12).

HALF TIME

When the referee signals the end of the first half, both teams leave the field, the scoreboard appears, followed by several half time options. You can check the game Summaries, view an Instant Replay of the last play, Resume Game, or Quit and return to the Match Select screen.

END OF GAME

At the end of a Friendly game, the scoreboard appears, followed by several post-game options. You can check the final game Summaries, view an Instant Replay of the last play, or Quit and return to the Match Select screen.

THE PAUSE MENU

When the game is paused, several options become available.

- To pause the game, press START. The game is paused and the Pause menu appears.
- Select RESUME GAME to return to the fray.
- Select QUIT to exit the game and return to the Match Select screen.

As well as the standard options, the following are also available.

Instant Replay Want to re-live a classic moment? Select INSTANT REPLAY from the Pause menu immediately following the play. A portion of the game is rewound, and a controller icon appears on the screen, displaying Instant Replay controls.

Instant Replay Controls:
Pause/Frame-by-frame play—**A**
Play—**B**
Fast Forward—**C**
Camera Select—Press **Y** to toggle between camera views.

Free Cam Controls:
Free Cam zoom in—**Z** + D - Pad ↑.
Free Cam zoom out—**Z** + D - Pad ↓.
Free Cam raise camera—D - Pad ↑.
Free Cam lower camera—D - Pad ↓.
Free Cam rotate camera—D - Pad ↔.

Match Statistics The Match Stats screen presents up-to-the-minute statistics on both teams in eight critical categories.

Score Summary The Scoring screen displays the goals scored, the players who scored them, the team for which they scored, and the exact time each goal was made. D - Pad ↕ to scroll through the Score Summary.

Foul Summary The Fouls screen lists all the miscreants whose actions have warranted a red or yellow card, along with their team and the time the offence took place. D - Pad ↕ to scroll through the Foul Summary.

Restart Game Start the match over with the same two teams.

League Play

Each league team plays every other league team twice to determine a league champion. Selecting LEAGUE from the Match Select screen brings up the Stadium Select screen (p. xxx.) After selecting a stadium, select a league.

- To select a league, D - Pad ↕ ↔ to cycle through league choices and press **C**.

TEAM SELECT

Once you've selected a league, the Team Select screen appears. Select up to 8 teams to follow and play with during the league season.

- To select a team from your list, D - Pad ↔ to scroll teams. Press **B** to add a team to your list.
- To delete a team from your list, press **A**.

When you have chosen all the teams you want, press **C** to go to the League Standings screen.

LEAGUE STANDINGS

The League Standings screen appears before the first League game and between matches. It shows the teams' current won-lost-draw record and total points. The highlight indicates the teams you've selected. Press **C** to go to the League Schedule screen.

LEAGUE SCHEDULE

The League Schedule screen lists all the games to be played during the season. Each selected team's schedule can be seen, as well as the results of games already played. The next game to be played remains constant, even when a different schedule is played.

- To toggle through the selected teams' schedules, D - Pad ↕ ↔.
- To give yourself a break from the grueling action, press **B** to simulate a game. Press **B** again to simulate the game score as well as the stats.
- To return to the Standings screen without losing changes, press **Left Shift**.

You can also modify the league as the season progresses by making transfers.

- To access the Transfers screen, press **A** (p. 21).

After the League Schedule screen, the Scouting Report and the Controller Select screens appear. Follow the same procedure as when playing a Friendly match (p. 14).

Tournament Play

In Tournaments, teams are organized into groups. Each team plays every other team in their group once. The top two teams advance to the playoff portion of the tournament. The computer will also advance the top four third-place teams in a 24-team tournament (i.e., International Tournament). When you select TOURNAMENT from the Match Select screen, you access the same screens as you do in League play (p. 19).

Playoffs

League and Team Selections in Playoffs are made in the same manner as standard League and Team Selections. Playoff structures are identical to structures available in Tournament Play. However, in Playoffs the initial round of the tournament is bypassed.

PLAYOFF TREE

The Playoff Tree displays each team in a single elimination format and appears before the Scouting Report and Controller Select screens. Check which teams have advanced to the next round.

- From the Playoff Tree, D - Pad ↔ to scroll the entire screen and press **C** to go to the match.

Transfers

FIFA Soccer 97 contains all the players in the game on their clubs' rosters. Use the Transfers option to create custom leagues teams by trading players between any team, regardless of League. Save your changes to a Sega Saturn Back Up RAM Cartridge and load the new teams for use at will.

- When you choose TRANSFERS from the Match Select or League Schedule screens, the Transfers screen appears.



TO MAKE TRANSFERS:

Toggle control between top & bottom fields	**A**
Cycle leagues	**Left/Right Shift**
Cycle teams	**X/Y**
Cycle attributes	D - Pad ↔
Cycle through players on a team	D - Pad ↕

Make transfer	**B**
Activate Save option (If no changes have been made, pressing **C** takes you to the Match Select screen.)	**C**
Activate Load option	**A + B**
Toggle between Save/Load options	D - Pad ↔
Select Save/Load option and go to the Save/Load menu (Pressing **C** the first time activates the option, and pressing **C** a second time selects the option)	**C**
Return to previous screen without saving changes (If changes were made, you will be asked if they can be lost.)	**Z**

TO SAVE TRANSFERS:

Cycle through save locations (more than 6 saved)	D - Pad ↕
Cycle through letters and numbers	D - Pad ↔
Add letter/number to save name	**A**
Remove letter/number from name	**B**
Save database with entered name	**C**
Cancel save	**Z**

Saving and Restoring Games

As play in League, Tournament, and Playoffs continues, you are given opportunities to save your series in progress. After you complete an entire game and before beginning a new game in a series, a Save Game screen appears. There are four save game slots.

To Save a Game:

1. **Left/Right Shift** to highlight a game slot and press **C** to save. Names for the saved games are assigned automatically.
 - D - Pad ↔ to switch between system memory and cartridge memory.
2. If that location already contains data, you are asked if you are sure you want to save there. Press **C** again during this message to overwrite the previous data and save the new information.
 - To continue the League, Tournmament, or Playoff series without saving, press **A/Z** to continue to the next game.

Custom teams and Options set from the Match Select screen are saved automatically, *if* there is data file space available on the internal memory, or if a Sega Saturn Back Up RAM Cartridge is inserted properly.

To Restore a Saved Game:

1. Select RESTORE from the Match Select screen.
 - **Left/Right Shift** to switch between system memory and cartridge memory.
2. D - Pad ↕ to highlight a saved game slot and press **C**. The game begins where you last left off.

- Saved custom teams are automatically available for selection in Friendly mode.
- Saved databases can be accessed in a similar fashion through the Transfers screen.

Credits

An Extended Play Production
Conversion by Perfect Entertainment Ltd.
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Lead Programmer: Manjit Ghataora
Senior Programmers: Chris Waterworth, Jon Forshaw
Additional Programming: Ross Goodley, Jason Brooke, Ray Tredoux, Dominic Jackson
Technical Art Director: Paul Mitchell
Artist: David Swan, Steve Packer
Audio Director: Rob Lord
Sound Conversion: Jeremy Trantor
QA Lead: Matt Stamps
QA Testing: Alastair Cornish, Sefton Hill
Thanks To: Tantalus Entertainment, Angela Sutherland, Gregg Barnett

EXTENDED PLAY

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Associate Producer: M. James Schulte
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Director, Product Development: Warren Wall
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Original 32 bit Game: Electronic Arts Seattle
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